GAMER RETRO Magazine

GAMING
RETRO
TECH
NEWS

15TH MARCH 2025

ALIEN VS. PREDATOR

JAGUAR 64-BIT

GAMER

ALIEN VS PREDATOR IS A 1994 FIRST-PERSON SHOOTER DEVELOPED BY REBELLION DEVELOPMENTS AND PUBLISHED BY ATARI CORPORATION FOR THE ATARI JAGUAR.

IT IS THE FIRST ENTRY IN THE ALIEN VS. PREDATOR FRANCHISE DEVELOPED BY REBELLION.

TAKING PLACE IN A SIMULATION DEPICTING THE FALL OF THE GOLGOTHA TRAINING BASE CAMP, THE GAME OFFERS THREE PLAYABLE SCENARIOS: ALIEN, PREDATOR, OR A HUMAN OF THE COLONIAL MARINES.

ALIENS VS PREDATOR

ALIEN VS. PREDATOR

JAGUAR 64-BIT

GAMER

THE PLAYER IS PRESENTED WITH A SERIES OF INTERCONNECTED SUB LEVELS AND SHIPS TO PROGRESS THROUGH.

EACH CHARACTER HAS DIFFERENT OBJECTIVES, ABILITIES, WEAPONS, AND DISADVANTAGES.

ALIEN VS PREDATOR ORIGINALLY BEGAN AS A CORRIDOR-BASED SHOOTER FOR ATARI LYNX THAT WAS UNDER DEVELOPMENT BY IMAGES SOFTWARE, FEATURING REFERENCES TO DARK HORSE COMICS' ALIENS VS.PREDATOR COMIC BOOK SERIES, BUT WAS CANCELLED AS ATARI FOCUSED ITS RESOURCES ON THE JAGUAR.

ALIENS VS PREDATOR

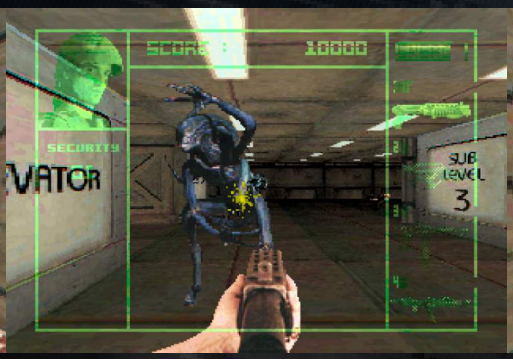
ALIEN VS. PREDATOR

JAGUAR 64-BIT

GAMER

ALIEN VS PREDATOR GARNERED GENERALLY FAVORABLE RECEPTION FROM CRITICS, EARNED SEVERAL AWARDS FROM GAMING PUBLICATIONS AND SOLD 52,223 COPIES BY 1995, BECOMING THE SYSTEM'S KILLER GAME.

ATARI HAD OPENED DISCUSSIONS WITH BEYOND GAMES ABOUT THEIR INTEREST IN DEVELOPING A SEQUEL FOR THE ATARI JAGUAR CD, BUT DROPPED OUT OF THESE NEGOTIATIONS SHORTLY BEFORE THE JAGUAR WAS OFFICIALLY DISCONTINUED.



ALIENS VS PREDATOR

ALIEN VS. PREDATOR

JAGUAR 64-BIT

GAMER

A JAGUAR CD CONVERSION WAS ALSO IN THE PLANNING PHASE BUT NEVER MOVED FORWARD, THOUGH IDEAS PROVIDED BY ATARI TO 20TH CENTURY FOX FOR THIS UNRELEASED VERSION WERE LATER USED IN ALIENS VERSUS PREDATOR (1999).

RETROSPECTIVE COMMENTARY HAS BEEN EQUALLY FAVORABLE AND IT IS CITED AS ONE OF THE BEST GAMES FOR THE PLATFORM.

THE GAME OFFERS THREE PLAYABLE SCENARIOS: ALIEN, PREDATOR, OR A HUMAN OF THE COLONIAL MARINES.

ALIENS VS PREDATOR

ALIEN VS. PREDATOR

JAGUAR 64-BIT

GAMER

EACH CHARACTER HAS DIFFERENT OBJECTIVES, ABILITIES, WEAPONS, AND DISADVANTAGES, WHILE THE PLAYER IS PRESENTED WITH A SERIES OF INTERCONNECTED SUB LEVELS AND SHIPS TO PROGRESS THROUGH.

WHEN PLAYING AS AN ALIEN, THE MAIN OBJECTIVE IS TO RESCUE THE ALIEN QUEEN, WHO IS BEING HELD CAPTIVE ON A PREDATOR SPACESHIP.

THE PLAYER MUST KILL COLONIAL MARINES AND PREDATORS ALONG THE WAY IN ORDER TO REACH THE QUEEN.

ALIENS VS PREDATOR

ALIEN VS. PREDATOR

JAGUAR 64-BIT

GAMER

THE ALIEN IS UNABLE TO HEAL ITSELF FROM INJURIES AND INSTEAD "COCOONS" MARINES; IF AN ALIEN DIES, A PREVIOUSLY COCOONED MARINE WILL SPAWN A NEW ALIEN, ALLOWING THE PLAYER TO CONTINUE FROM THAT LOCATION.

THE ALIEN IS UNABLE TO USE ELEVATORS AND INSTEAD TRAVELS BETWEEN SUB-LEVELS THROUGH AIR DUCTS.

ALIEN VS PREDATOR ORIGINALLY BEGAN AS A CORRIDOR-BASED SHOOTER FOR ATARI LYNX THAT WAS UNDER DEVELOPMENT BY IMAGES SOFTWARE, FEATURING REFERENCES TO DARK HORSE COMICS' ALIENS VS PREDATOR.

ALIENS VS PREDATOR

ALIEN VS. PREDATOR

JAGUAR 64-BIT

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WHEN PLAYING AS A PREDATOR, THE MAIN OBJECTIVE IS TO REACH AND KILL THE ALIEN QUEEN TO CLAIM HER SKULL. THE PREDATOR CAN USE ELEVATORS TO TRAVEL BETWEEN SUB-LEVELS BUT CANNOT TRAVEL THROUGH AIR DUCTS.

THE PREDATOR CAN USE A CLOAKING DEVICE TO BECOME INVISIBLE FROM MARINES BUT NOT THE XENOMORPHS.

THE SCORING AND WEAPON SYSTEMS ARE BASED ON HOW THE PLAYER KILLS ENEMIES; THE PREDATOR IS INITIALLY EQUIPPED WITH A WRIST BLADE BUT KILLING ENEMIES WHILE VISIBLE RESULT IN AN INCREASE OF "HONOR" POINTS, ALLOWING ACCESS TO EXTRA ARSENAL SUCH AS A CLOSE-RANGE COMBI STICK.

ALIENS VS PREDATOR

ALIEN VS. PREDATOR

JAGUAR 64-BIT

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A SMART DISC, AND A SHOULDER CANNON. CONVERSELY, KILLING ENEMIES WHILE INVISIBLE RESULTS IN A LOSS OF POINTS AND LOSE ACCESS TO WEAPONS.

THE PLAYER CAN LOSE HEALTH BY STEPPING OVER THE ALIEN'S ACID BLOOD AFTER BEING KILLED AND CAN GET ATTACKED BY FACEHUGGERS.

THE PLAYER CARRIES A HEALTH PACK, WHICH IS REFILLED BY COLLECTING FOOD AND MEDICAL KITS, AND USE IT LATER TO REGAIN HEALTH.

ALIENS VS PREDATOR

ALIEN VS. PREDATOR

JAGUAR 64-BIT

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WHEN PLAYING AS PRIVATE LANCE J. LEWIS OF THE COLONIAL MARINES, THE PLAYER'S MAIN OBJECTIVE IS TO ESCAPE FROM GOLGOTHA, WHICH HAS BEEN INVADED BY ALIENS AND PREDATORS.

THEN ACTIVATE THE BASE'S SELF-DESTRUCT MECHANISM AND EXIT THE AREA IN AN ESCAPE POD.

LEWIS AWAKES IN THE BASE'S BRIG AFTER A CRYOSENTENCE FOR STRIKE OFFENCE AT AN OFFICER AND HAS NO WEAPONS, SECURITY CLEARANCE, OR MOTION TRACKER.

THE PLAYER MUST FIND WEAPONS FROM DECEASED MARINES LIKE A SHOTGUN, A PULSE RIFLE, A FLAMETHROWER, AND A SMART GUN IN ORDER TO FEND OFF ENEMIES.

ALIENS VS PREDATOR

ALIEN VS. PREDATOR

JAGUAR 64-BIT

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THE PLAYER CAN TRAVERSE SUB LEVELS THROUGH ELEVATORS AND AIR DUCTS, AND MUST ALSO FIND SECURITY CARDS FROM DECEASED PERSONNEL TO ACCESS OTHER AREAS WITHIN THE BASE'S SUB LEVELS.

LEWIS CAN ALSO COLLECT FOOD AND MEDICAL KITS SCATTERED ACROSS THE BASE TO RECOVER HEALTH, BUT CANNOT STORE THEM UNLIKE THE PREDATOR.

THE PLAYER MUST ALSO CONSERVE AS MUCH AMMO AS POSSIBLE IN ORDER TO DEFEND THEMSELVES, AS LEWIS CANNOT CARRY AMMUNITION FOUND ON THE BASE AS WELL.

ALIENS VS PREDATOR

ALIEN VS. PREDATOR

JAGUAR 64-BIT

GAMER

LEWIS CAN USE COMPUTER TERMINALS AROUND THE SUB LEVELS AND MEDICAL LABORATORIES TO LEARN ABOUT THE BACKSTORY OF THE BASE AND RECOVER HEALTH RESPECTIVELY. B

UT THE FINAL AMOUNT OF HEALTH POSSIBLE DEPENDS ON WHICH SECURITY CARD THE PLAYER POSSESSES.

LIKE THE PREDATOR, LEWIS CAN LOSE HEALTH BY STEPPING ON ACID BLOOD AND GET ATTACKED BY FACEHUGGERS.

ONCE A CHARACTER'S HEALTH IS DEPLETED, THE GAME IS OVER.

PROGRESS IS MANUALLY SAVED INTO ONE OF THREE SAVE SLOTS.

ALIENS VS PREDATOR

ALIEN VS. PREDATOR

JAGUAR 64-BIT

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WHILE HIGH SCORES AND OTHER SETTINGS ARE KEPT VIA THE GAME'S INTERNAL EPROM.

HOWEVER, KILLED ENEMIES ARE REVIVED AND ITEM PLACEMENT IS RANDOMLY DETERMINED EACH TIME THE PLAYER RESUMES PROGRESS.

ALIEN VS PREDATOR WAS ONE OF THE MOST HIGH-PROFILE AND EAGERLY AWAITED ATARI JAGUAR TITLES AFTER SEVERAL DELAYS.

ALIEN VS PREDATOR RECEIVED GENERALLY FAVORABLE REVIEWS ON RELEASE BEING REGARDED AS ONE OF THE SYSTEM'S BEST GAMES.

IN 2019, AN UNOFFICIAL UNREAL ENGINE 4 REMAKE BY DEVELOPER SHANE RUETZ FOR WINDOWS WAS MADE AVAILABLE ONLINE FOR FREE.

ALIENS VS PREDATOR

TEMPEST 2000

GAMER

TEMPEST 2000 IS A 1994 TUBE SHOOTER VIDEO GAME ORIGINALLY DEVELOPED BY LLAMA SOFT AND PUBLISHED BY ATARI CORPORATION FOR THE ATARI JAGUAR.

PART OF ATARI CORP.'S 2000 SERIES,[4] IT IS A REMAKE OF THE 1981 ARCADE GAME TEMPEST.

TAKING CONTROL OF THE CLAW-SHAPED BLASTER SPACECRAFT FROM THE ORIGINAL GAME, THE PLAYER HAS TO SURVIVE AND TRAVEL ACROSS MULTIPLE LEVELS UNTIL THE END OF AN INTERGALACTIC WAR, BATTLING AGAINST A VARIETY OF ENEMIES THAT APPEAR ON THE PLAY-FIELD.

TEMPEST 2000

DESIGNED BY JEFF MINTER, IT IS A REMAKE OF DAVE THEURER'S TEMPEST, WHICH USED ATARI'S QUADRASCAN VECTOR COLOR DISPLAY TECHNOLOGY.

ORIGINALLY AN EXCLUSIVE FOR THE JAGUAR, TEMPEST 2000 WAS PORTED FOLLOWING JAGUAR'S DISCONTINUATION TO OTHER PLATFORMS: MS-DOS, MACINTOSH, SEGA SATURN, PLAYSTATION (AS TEMPEST X3) AND WINDOWS, EACH WITH SEVERAL CHANGES AND ADDITIONS FROM THE ORIGINAL VERSION.

TEMPEST 2000 WAS CRITICALLY ACCLAIMED WHEN IT WAS RELEASED ON THE JAGUAR, WITH CRITICS PRAISING THE GRAPHICS, GAMEPLAY AND SOUNDTRACK.

IT HAS OFTEN BEEN CALLED ONE OF THE BEST GAMES RELEASED FOR THE JAGUAR AND AS OF 1 APRIL 1995,

THE JAGUAR VERSION HAS SOLD MORE THAN 30,000 COPIES DURING ITS LIFETIME, MAKING IT ONE OF THE BEST-SELLING GAMES FOR THE SYSTEM.

THE MUSIC FOR TEMPEST 2000 WAS COMPOSED IN THE COMMODORE AMIGA MOD FILE FORMAT, ALTHOUGH NON-JAGUAR RELEASES OF THE GAME PLAYED MUSIC FROM A CD.

AT THE TIME OF ITS RELEASE, THE MUSIC SOUNDTRACK COULD ALSO BE PURCHASED ON CD DIRECTLY FROM ATARI.

THE CD WAS ALSO BUNDLED WITH THE SHORT-LIVED ATARI JAGUAR CD TO DEMONSTRATE THE SYSTEM'S VIRTUAL LIGHT MACHINE MUSIC VISUALIZER.

IT BECAME THE BASIS FOR THE AUDIO FOR ALL CONVERSIONS OF THE GAME TO COME INCLUDING THE PC, PLAYSTATION AND SATURN VERSIONS.

SEVERAL TRACKS, HOWEVER, WERE NOT USED IN THE JAGUAR VERSION DUE TO CARTRIDGE SPACE CONSTRAINTS.

TEMPEST 2000 IS ONE OF FAVORITE MY GAMES OF ALL TIME.

WHAT MAKES TEMPEST 2000 SUCH A HIGHLY ADDITIVE GAME IS THE FAST PACED GAMEPLAY AND GREAT GRAPHICS AND A AWESOME SOUNDS THAT JUST WORKS.

JERSEY DEVIL
THE BEAST IS LOOSE
• Multiple open 3D environments, tracks and rides
• Tons of action and puzzles
• 20+ moves
• 60 character models
• Supports dual-analog controller
"...looks to be one 'damned' fine game, and should prove one of the 'hotter' titles we'll see this fall season"
P.S.X. August '97
"The game uses large 3D levels in a variety of unique styles (...) filled with traps and enemies that pose a serious challenge to the player"
Next Generation Online May 25th '97
"...lavish cartoon-style graphics offer gamers a fun-filled action platform experience."
PS Extreme July '97
JUST TRY MESSING WITH HIM!
www.malo.com
A diabolical product from
malofilm interactive

GAMER

JERSEY DEVIL IS A 3D PLATFORMER DEVELOPED BY BEHAVIOUR INTERACTIVE AND RELEASED WORLDWIDE FOR THE PLAYSTATION AND WINDOWS.

THE TITULAR PROTAGONIST IS A JERSEY DEVIL, ALTHOUGH HE HAS MORE CHARACTERISTICS OF A BAT.

HIS PRIMARY MISSION IS TO STOP DR. KNARF AND HIS ARMY OF MUTATED VEGETABLES AND PREHISTORIC MONSTERS.

JERSEY DEVIL USES HIS PUNCH, JUMPING, AND GLIDING ABILITIES TO DEFEAT HIS ENEMIES.

DENNIS, A MUTATED, HUMANOID PUMPKIN, ENTERS DR.

THE PLAYSTATION VERSION RECEIVED MIXED REVIEWS.

RE-VOLT

GAMER

RE-VOLT IS A RACING VIDEO GAME DESIGNED BY PAUL PHIPPEN AND SIMON HARRISON.

IT WAS DEVELOPED BY ACCLAIM STUDIOS LONDON AND PUBLISHED BY ACCLAIM ENTERTAINMENT FOR MICROSOFT WINDOWS, NINTENDO 64, PLAYSTATION AND DREAMCAST.

THE PREMISE OF THE GAME INVOLVES RACING RADIO-CONTROLLED CARS AROUND ENVIRONMENTS LIKE MUSEUMS, STEAMSHIPS, CONSTRUCTION SITES AND SUPERMARKETS.

RE-VOLT

RE-VOLT

GAMER

DURING A RACE THE CARS CAN COLLECT RANDOM WEAPONS TO USE TO DISPLACE COMPETITORS.

CARS AND TRACKS WERE BOTH UNLOCKED THROUGH SUCCESS IN THE GAME'S TOURNAMENT MODES.

SINGLE RACE - ALLOWS THE PLAYER TO RACE AGAINST COMPUTER OPPONENTS FOR FIRST PLACE.

COMPLETING RACES ASSOCIATED WITH A CUP UNLOCKS ONE NEW CAR.

RE-VOLT

THIS GAME MODE IS AVAILABLE IN MULTIPLAYER MODE FOR UP TO FOUR PLAYERS TO RACE AGAINST EACH OTHER.

CHAMPIONSHIP - RACING IN A CUP WHICH CONSISTS OF FOUR RACES FOR POINTS. THE HIGHER THE RANK, THE MORE POINTS EARNED.

RE-VOLT

GAMER

OBTAINING FIRST IN A CUP UNLOCKS ADDITIONAL LEVELS AND CARS.

TIME TRIAL - THIS GAME MODE LETS THE PLAYER COMPETE FOR THE FASTEST LAP TIME IN ANY RACE THAT IS UNLOCKED.

BEATING THE CHALLENGE TIME OF TRACKS ASSOCIATED WITH A CUP UNLOCKS REVERSE, MIRROR AND REVERSE MIRROR VARIATIONS OF THOSE TRACKS.

RE-VOLT

RE-VOLT

GAMER

THE PC AND DREAMCAST VERSIONS RECEIVED FAVOURABLE REVIEWS.

THE NINTENDO 64 VERSION AND RE-VOLT CLASSIC RECEIVED MIXED REVIEWS, WHILE THE PLAYSTATION VERSION RECEIVED UNFAVORABLE REVIEWS.

RE-VOLT

GAMER

THE SENTINEL, RELEASED IN THE UNITED STATES AS THE SENTRY, IS A PUZZLE VIDEO GAME CREATED BY GEOFF CRAMMOND, PUBLISHED BY FIREBIRD IN 1986 FOR THE BBC MICRO AND CONVERTED TO THE COMMODORE 64 (BY CRAMMOND HIMSELF), AMSTRAD CPC (WITH A CROSS-COMPILER WRITTEN BY CRAMMOND), ZX SPECTRUM (BY MIKE FOLLIN), ATARI ST, AMIGA (BOTH BY STEVE BAK) AND IBM PC COMPATIBLES (BY MARK ROLL).

THE SENTINEL WAS AMONG THE FIRST GAMES TO USE SOLID-FILLED 3D GRAPHICS ON HOME COMPUTERS. IT WON NUMEROUS AWARDS UPON RELEASE.

GAMER

IN THE SENTINEL, THE PLAYER TAKES THE ROLE OF A SYNTHOID (CALLED JUST "ROBOT" IN THE US VERSION).

THE SYNTHOID ITSELF CANNOT MOVE ACROSS THE LEVEL; INSTEAD IT CAN LOOK AROUND, ACCUMULATE ENERGY BY ABSORBING THE OBJECTS THAT ARE SCATTERED ACROSS THE LANDSCAPE, CREATE STACKS OF BOULDERS, GENERATE INERT SYNTHOID SHELLS AND TRANSFER ITS CONSCIOUSNESS FROM ONE OF THESE CLONES TO ANOTHER.

THE SENTINEL OUTSTANDING AND ADDICTIVE.

THE AMIGA VERSION WAS RANKED THE 20TH BEST GAME OF ALL TIME.

MICRO MACHINES IS A RACING GAME DEVELOPED BY CODEMASTERS AND ORIGINALLY PUBLISHED BY CAMERICA FOR THE NINTENDO ENTERTAINMENT SYSTEM IN 1991.

Micro Machines
U.K. Number 1 Best Seller
"Superb playability" 97% Mean Machines (U.K.) Magazine
TEVA
16-BIT CARTRIDGE
SEGA
"Includes HEAD TO HEAD 2 player racing option"
Codemasters
Licensed by Sega Enterprises Ltd. for play on the SEGA GENESIS SYSTEM

THEMED AROUND GALOOB'S MICRO MACHINES TOYS, PLAYERS RACE IN MINIATURIZED TOY VEHICLES AROUND VARIOUS ENVIRONMENTS.

THE GAME IS THE FIRST INSTALLMENT IN THE MICRO MACHINES VIDEO GAME SERIES.

MICRO MACHINES WAS DEVELOPED BECAUSE GALOOB WANTED CODEMASTERS TO DEVELOP A GAME BASED ON THEIR TOY BRAND, ALTHOUGH GALOOB AND CODEMASTERS ENCOUNTERED LEGAL ISSUES WITH NINTENDO OVER THE GAME BEING UNLICENSED.

MICRO MACHINES WAS PORTED TO SEVERAL SYSTEMS, AND RECEIVED REBOOTS FOR THE XBOX, PLAYSTATION 2, AND GAME CUBE IN 2002.

A SEQUEL, MICRO MACHINES 2: TURBO TOURNAMENT, WAS RELEASED IN 1994, AND THE SERIES WAS REVIVED IN 2016 WITH THE RELEASE OF A TITLE FOR IOS AND ANDROID.

MICRO MACHINES RECEIVED CRITICAL ACCLAIM, WITH REVIEWERS PRAISING THE ORIGINALITY AND TWO-PLAYER MODE, ALTHOUGH SOME CRITICISED THE SPRITES ON SOME VERSIONS.

RETROSPECTIVELY, IT HAS BEEN CONSIDERED ONE OF THE GREATEST VIDEO GAMES OF ALL TIME.

MICRO MACHINES IS A TOP-DOWN RACING GAME: PLAYERS OBSERVE RACES FROM ABOVE.

THE ORIGINAL
Micro Machines
SCALE MINIATURES
U.K. Number 1 Best Seller
"Superb playability 97% Mean Machines (U.K.) Magazine"
16-BIT CARTRIDGE
"Includes HEAD TO HEAD 2 player racing option"
Codemasters
Licensed by Sega Enterprises Ltd. for play on the SEGA GENESIS SYSTEM

PLAYERS RACE IN ENVIRONMENTS SUCH AS BREAKFAST AND POOL TABLES, WORK DESKS, AND TREE HOUSES, DRIVING TOY VEHICLES SUCH AS POWERBOATS.

HELICOPTERS, FORMULA ONE CARS, AND TANKS THAT CAN SHOOT OTHER RACERS.

MICRO MACHINES RECEIVED CRITICAL ACCLAIM.

GHOST IN THE SHELL

GAMER

GHOST IN THE SHELL
PlayStation
Fight alongside the members of Public Security Section 9, Major Motoko Kusanagi, Batou, Togusa, Ishikawa, and Saito.
To take down the terrorist organization known as 'the Human Liberation Front' they claimed responsibility for blowing up the Megatech Body Corporation building.
After tracing the terrorists' communications, you finally track down their location! Now it's time to take them down!
You are the newest member of section 9, a simple young rookie, but your skills will be put to the umitmate test, leading chase missions, surviving an ambush, and hunting down the the Human Liberation Front's secret base!
Full Motion Video Cutscenes, with amazing detail, and even the original voice cast from the movie!
EXACT
THQ
TEEN
Animated Violence

GHOST IN THE SHELL IS A 1997 THIRD-PERSON SHOOTER VIDEO GAME DEVELOPED BY EXACT AND PUBLISHED BY SONY COMPUTER ENTERTAINMENT FOR THE PLAYSTATION.

A PART OF THE LARGER GHOST IN THE SHELL MEDIA FRANCHISE, IT UTILIZES THE SAME ENGLISH VOICE CAST AS THE FEATURE FILM OF THE SAME NAME, ALTHOUGH THE TWO DO NOT SHARE A STORY CONTINUITY.

THE GAME WAS RELEASED IN JULY 1997 IN JAPAN, DECEMBER 1997 BY THQ IN NORTH AMERICA AND JULY 1998 IN EUROPE.

SOUNDTRACK ALBUMS, AN ART BOOK AND A GUIDEBOOK WERE PRODUCED TO ACCOMPANY THE GAME.

GHOST IN THE SHELL

GAMER

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EXACT
THQ
TEEN
Animated Violence

THE GAME'S STORY AND ART DESIGN WERE WRITTEN AND ILLUSTRATED BY MASAMUNE SHIROW, THE AUTHOR OF THE ORIGINAL MANGA.

GHOST IN THE SHELL'S PLOT REVOLVES AROUND A RECRUIT OF PUBLIC SECURITY SECTION 9 AS HE INVESTIGATES AND COMBATS THE HUMAN LIBERATION FRONT.

THE PLAYER CONTROLS A FUCHIKOMA, A ROBOTIC FIGHTING VEHICLE CAPABLE OF TRAVERSING WALLS AND CEILINGS.

GHOST IN THE SHELL

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EXACT
THQ
TEEN
Animated Violence

THE GAME RECEIVED MAINLY POSITIVE REVIEWS.

IT WAS PRAISED FOR ITS GRAPHICS, ANIMATION, MUSIC AND UNUSUAL WALL-CLIMBING MECHANICS.

HOWEVER, IT RECEIVED CRITICISM FOR ITS TEDIOUS AND REPETITIVE GAMEPLAY AND LOW DIFFICULTY.

FIFTEEN YEARS AFTER ITS RELEASE GHOST IN THE SHELL IS ONE OF THE BEST MANGA AND ANIME-BASED GAMES ON THE PLAYSTATION.

GHOST IN THE SHELL SWEEPSTAKES
Get Closer to Major Kusanagi!
WIN hard-to-get stuff featuring the HOT cyber-babe, compliments of Ghost in the Shell for PlayStation!!!
Grand Prize (1 winner):
First Prize (2 winners):
Second Prize (5 winners):
To get closer to Major Kusanagi, just send in your name, address, phone number and age to:
GHOST IN THE SHELL SWEEPSTAKES c/o THQ Inc.
5016 N. Parkway Calabasas, Suite 100
Calabasas, CA 91302
GHOST IN THE SHELL
THQ

GAMER

THE ADVENTURES OF ALUNDRA, IS AN ACTION-ADVENTURE VIDEO GAME DEVELOPED BY MATRIX SOFTWARE AND PUBLISHED BY SONY COMPUTER ENTERTAINMENT FOR THE PLAYSTATION.

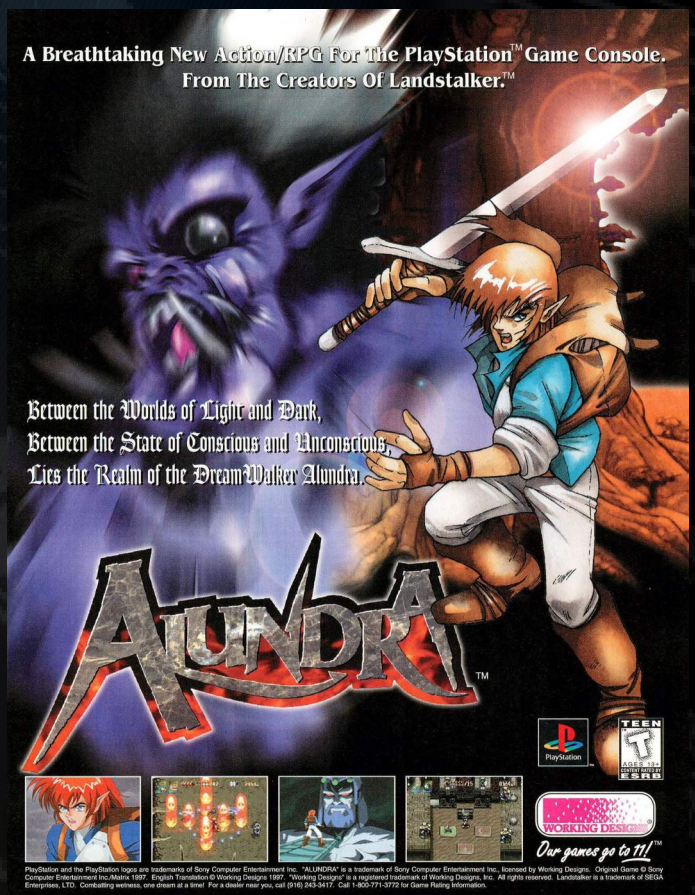
IT WAS ORIGINALLY RELEASED IN 1997 IN JAPAN, JANUARY 1998 IN NORTH AMERICA BY WORKING DESIGNS AND JUNE 1998 IN PAL TERRITORIES BY SONY-OWNED PSYGNOSIS.

GAMER

ALUNDRA IS SHIPWRECKED ON AN ISLAND, NEAR THE VILLAGE OF INOA, WHERE LOCALS HAVE BEEN SUFFERING FROM RECURRING NIGHTMARES THAT SOMETIMES CAUSE DEATH.

ALUNDRA HIS DREAM WALKING ABILITY, ALUNDRA PROCEEDS TO TRY TO HELP THE LOCALS.

THE NARRATIVE BECOMES GRADUALLY DARKER AND MORE TWISTED AS THE GAME PROGRESSES, DEALING WITH MATURE THEMES SUCH AS DEATH, CLINICAL DEPRESSION, FATE, RELIGION, AND THE ESSENCE OF HUMAN EXISTENCE.


A Breathtaking New Action/RPG For The PlayStation™ Game Console.
From The Creators Of Landstalker.™
Between the Worlds of Light and Dark,
Between the State of Conscious and Unconscious,
Lies the Realm of the DreamWalker Alundra.
ALUNDRA
PlayStation
TEEN
T
WORKING DESIGNS
Our games go to 11!™
PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. "ALUNDRA" is a trademark of Sony Computer Entertainment Inc., licensed by Working Designs. Original Game © Sony Computer Entertainment Inc./Matrix 1997. English Translation © Working Designs 1997. "Working Designs" is a registered trademark of Working Designs, Inc. All rights reserved. Landstalker is a trademark of SEGA Enterprises, LTD. Combatting wetness, one dream at a time! For a dealer near you, call (916) 243-3417. Call 1-800-771-3772 for Game Rating Information.

GAMER

THE GAMEPLAY INVOLVES EXTENSIVE EXPLORATION OF THE ISLAND AND VARIOUS DUNGEONS, WITH AN EMPHASIS ON CHALLENGING PUZZLE SOLVING, REAL-TIME ACTION COMBAT, AND PLATFORMING, AS WELL AS INTERACTION WITH NON-PLAYER CHARACTERS IN THE VILLAGE OF INOA.

THE MAIN GAMEPLAY INNOVATION IS A DREAM WALKING MECHANIC, WHERE ALUNDRA CAN ENTER PEOPLE'S DREAMS, WITH EACH OF THE DREAM LEVELS HAVING ITS OWN UNIQUE TWIST BASED UPON THE DREAMER'S PERSONALITY AND TRAITS.

UPON RELEASE, ALUNDRA EARNED CRITICAL ACCLAIM.

ALUNDRA HAD SMOOTH GAME MECHANICS AND CHALLENGING GAMEPLAY AND PUZZLES.

LOST DUTCHMAN MINE
Available for Amiga, Atari ST, IBM & Tandy
Journey to the Old West in search of the fabled LOST DUTCHMAN MINE!
Enter the town of Goldfield to buy food and supplies. Play poker in the saloon, read the local news, or visit the bank, jail, livery, doctor or assay office.
Out in the desert, you can fish in the river, pan for gold, and explore over 100 abandoned mines and caves. Freezing nights, scorching days, rattlesnakes, bandits and renegade Indians are a constant threat. Features digitized sound, fabulous graphics and animated sprites.
Available for: Amiga, Atari ST, IBM CGA/EGA/MCGA & Tandy. Suggested Retail: $49.95.
Magnetic Images
INNERPRISE

GAMER

LOST DUTCHMAN MINE IS A NON-LINEAR ADVENTURE VIDEO GAME WHICH PUTS THE PLAYER IN THE ROLE OF A GOLD MINER, IN 1896 A.D.

THE GAME WAS THE BIGGEST SUCCESS FOR ITS PUBLISHER, MAGNETIC IMAGES.

THE PLAYER WAS FREE TO ROAM AROUND THE DESERT AND TOWN AT WILL, CONSTRAINED ONLY BY THE NEED TO MAKE SURE HE HAD ENOUGH FOOD TO EAT AND A SAFE PLACE TO SLEEP.

EARNING MONEY COULD BE ACCOMPLISHED IN A VARIETY OF WAYS, INCLUDING PANNING FOR GOLD IN A RIVER, MINING FOR GOLD IN A CAVE OR CAPTURING A WANTED BANDIT.

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Enter the town of Goldfield to buy food and supplies. Play poker in the saloon, read the local news, or visit the bank, jail, livery, doctor or assay office.
Out in the desert, you can fish in the river, pan for gold, and explore over 100 abandoned mines and caves. Freezing nights, scorching days, rattlesnakes, bandits and renegade Indians are a constant threat. Features digitized sound, fabulous graphics and animated sprites.
Available for: Amiga, Atari ST, IBM CGA/EGA/MCGA & Tandy. Suggested Retail: $49.95.
Magnetic Images
INNERPRISE

FOOD COULD BE PURCHASED OR CAUGHT FROM A RIVER IF THE PLAYER HAD PREVIOUSLY ACQUIRED FISHING GEAR.

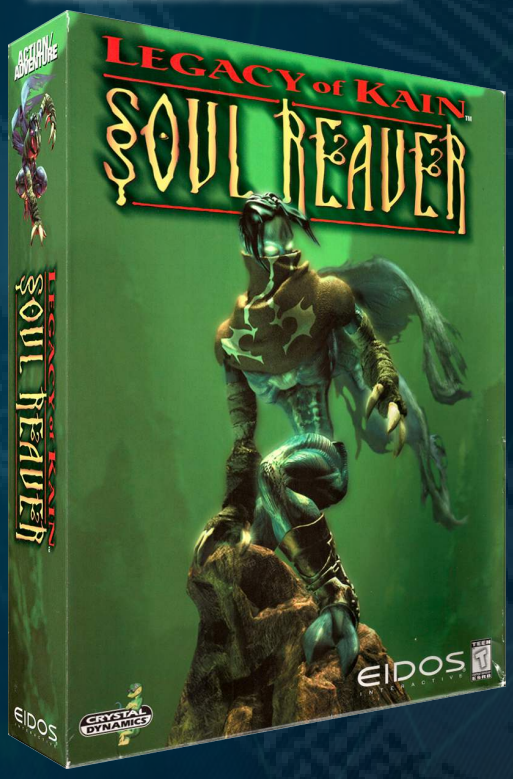
THE GAME BECAME WELL KNOWN FOR ITS BREEZY, FREE-FLOWING NATURE.

THE GAME WAS ALSO NOTABLE FOR NOT HAVING A SINGLE ENVIRONMENT FOR THE PLAYER TO OPERATE IN; THE LOCATION OF MINES AND RIVERS, AND THE DETAILS OF CHARACTERS THE PLAYER COULD MEET WERE DIFFERENT EACH TIME THE GAME WAS PLAYED.

LOST DUTCHMAN MINE WAS A VERY ADDICTIVE FUN GAME TO PLAY

LEGACY of KAIN
SOUL REAVER

GAMER



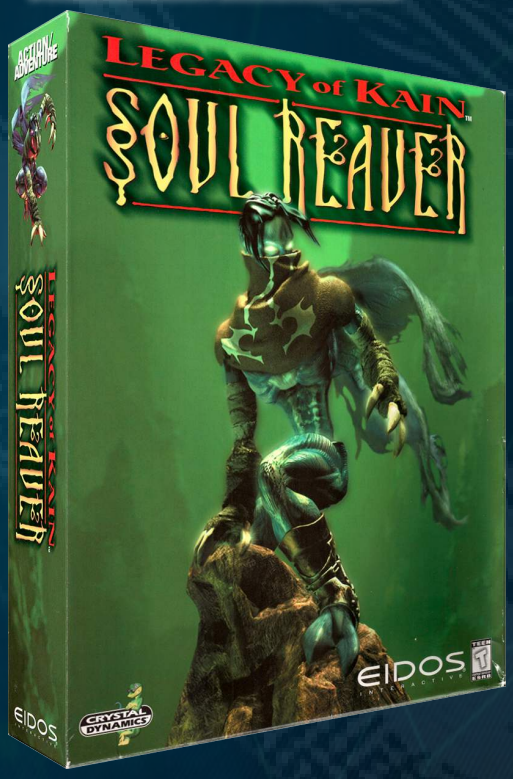
LEGACY OF KAIN: SOUL REAVER IS A 1999 ACTION-ADVENTURE VIDEO GAME DEVELOPED BY CRYSTAL DYNAMICS AND PUBLISHED BY EIDOS INTERACTIVE FOR THE PLAYSTATION AND WINDOWS.

A PORT TO THE DREAMCAST DEVELOPED BY NIXXES SOFTWARE WAS RELEASED IN 2000, SERVING AS NIXXES' FIRST PROJECT.

THE SECOND GAME IN THE LEGACY OF KAIN SERIES, SOUL REAVER IS THE SEQUEL TO BLOOD OMEN: LEGACY OF KAIN. SOUL REAVER WAS FOLLOWED BY THREE GAMES, ONE OF WHICH, SOUL REAVER 2, IS A DIRECT SEQUEL.

LEGACY of KAIN SOUL REAVER

GAMER



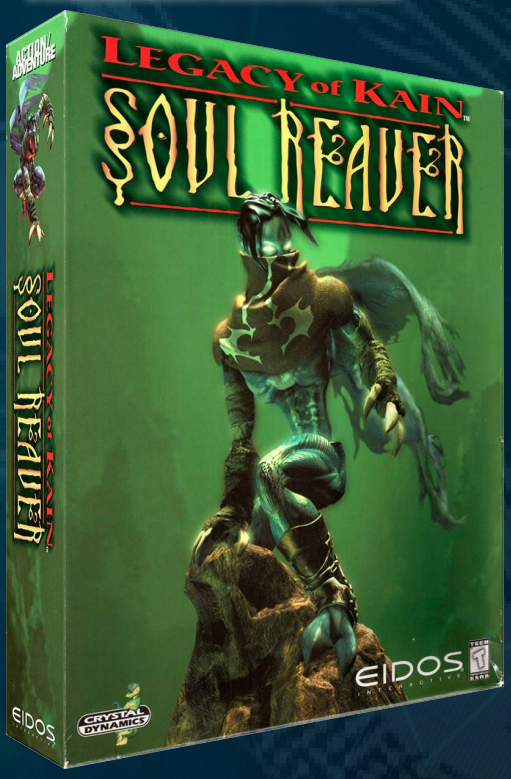
TAKING PLACE 1500 YEARS AFTER THE EVENTS OF BLOOD OMEN, SOUL REAVER CHRONICLES THE JOURNEY OF THE VAMPIRE-TURNED-WRAITH RAZIEL, LIEUTENANT TO THE VAMPIRE LORD KAIN.

RAZIEL IS KILLED BY KAIN, BUT IS REVIVED BY THE ELDER GOD TO BECOME HIS "SOUL REAVER" AND TO EXACT REVENGE.

RAZIEL SHARES THIS TITLE WITH KAIN'S SWORD, THE SOUL REAVER, WHICH HE ACQUIRES DURING THE GAME.

LEGACY of KAIN
SOUL REAVER

GAMER



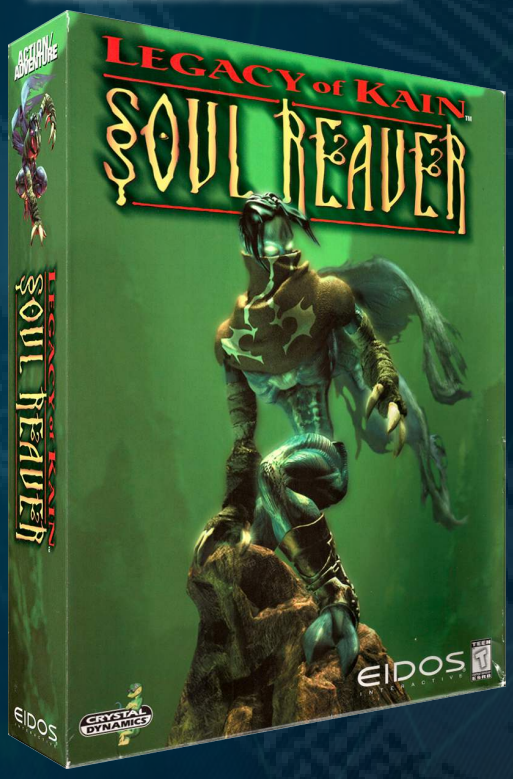
CRYSTAL DYNAMICS BEGAN DEVELOPMENT OF THE GAME IN 1997, BUT A DETERIORATING RELATIONSHIP WITH SILICON KNIGHTS, WHO HAD DEVELOPED BLOOD OMEN, CREATED LEGAL PROBLEMS.

THIS AND OTHER DELAYS FORCED MATERIAL ORIGINALLY PLANNED FOR SOUL REAVER TO BE INSTEAD RELEASED WITH LATER GAMES OF THE SERIES.

SOUL REAVER WAS GENERALLY WELL RECEIVED BY CRITICS AND PRAISED FOR ITS INTRIGUING GOTHIC STORY AND HIGH-QUALITY GRAPHICS.

LEGACY of KAIN
SOUL REAVER

GAMER



HOWEVER, THE GAME WAS CRITICIZED FOR SIMPLE AND REPETITIVE GAMEPLAY AND AN UNSATISFYING CLIMAX. BY 2001,

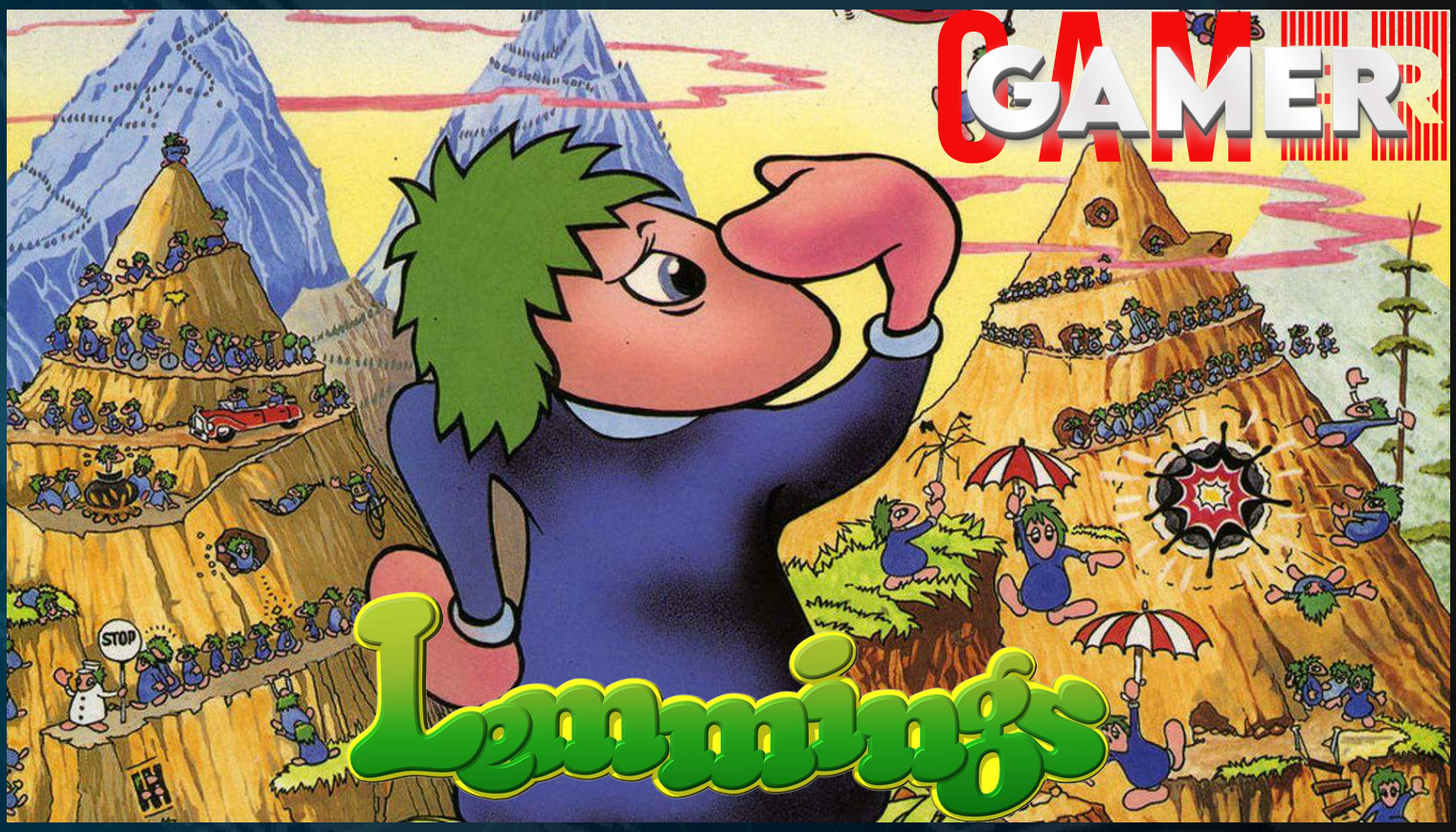
THE GAME SOLD 1.5 MILLION COPIES WORLDWIDE.

THE PLAYER CONTROLS RAZIEL, A DISFIGURED AND GHOSTLY VAMPIRE.

THE GAME IS NORMALLY SHOWN FROM A THIRD-PERSON PERSPECTIVE BEHIND RAZIEL, BUT PLAYERS CAN ROTATE THE VIEWPOINT AROUND HIM.

GAMEPLAY RELIES LARGELY ON SHIFTING BETWEEN THE MATERIAL AND SPECTRAL PLANES OF EXISTENCE TO PROGRESS THROUGH AREAS.

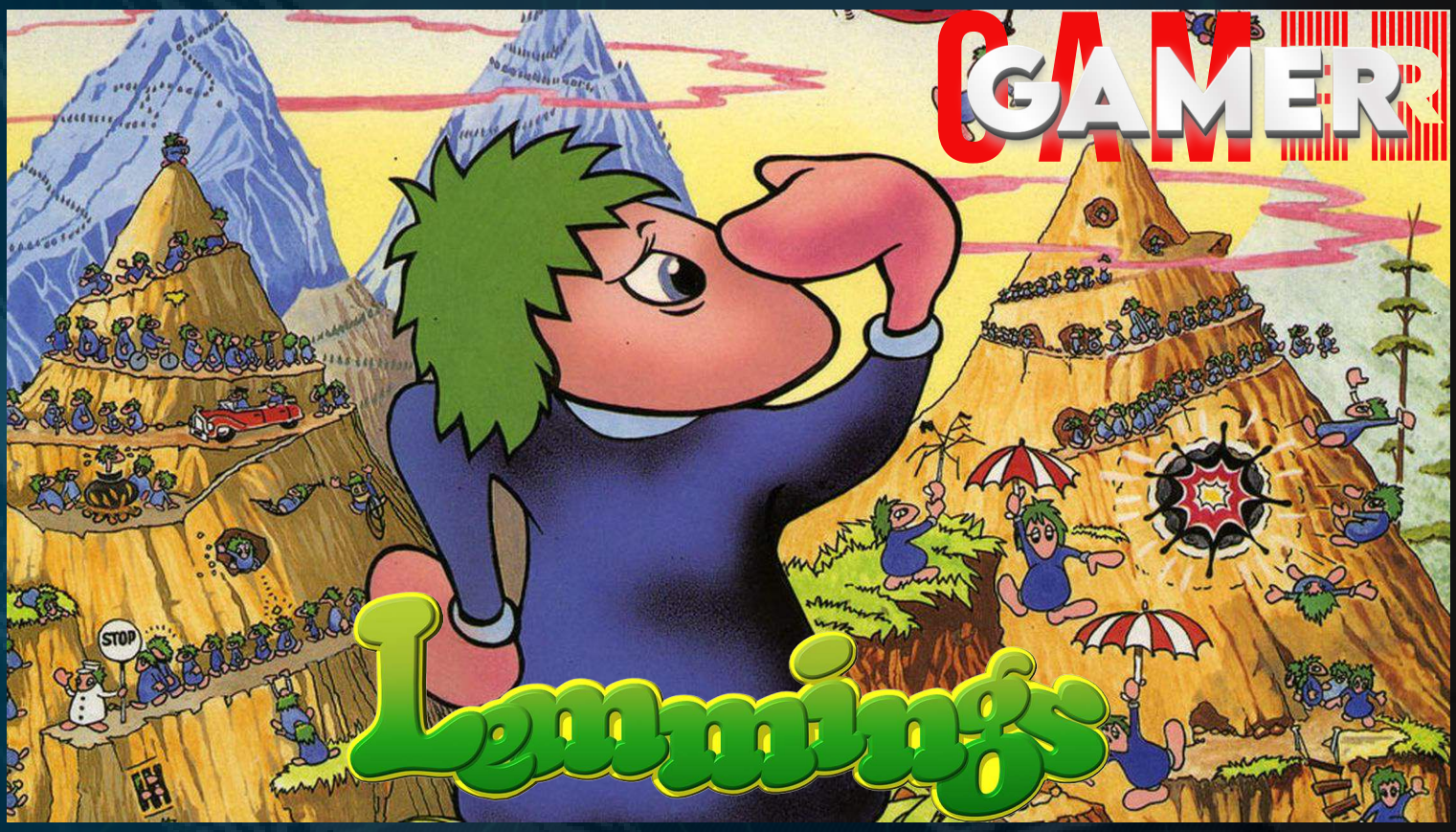
LEGACY OF KAIN SOUL REAVER WAS GENERALLY WELL-RECEIVED UPON RELEASE.



LEMMINGS IS A PUZZLE-STRATEGY VIDEO GAME ORIGINALLY DEVELOPED BY DMA DESIGN AND PUBLISHED BY PSYGNOSIS FOR THE AMIGA IN 1991 AND LATER PORTED FOR NUMEROUS OTHER PLATFORMS.

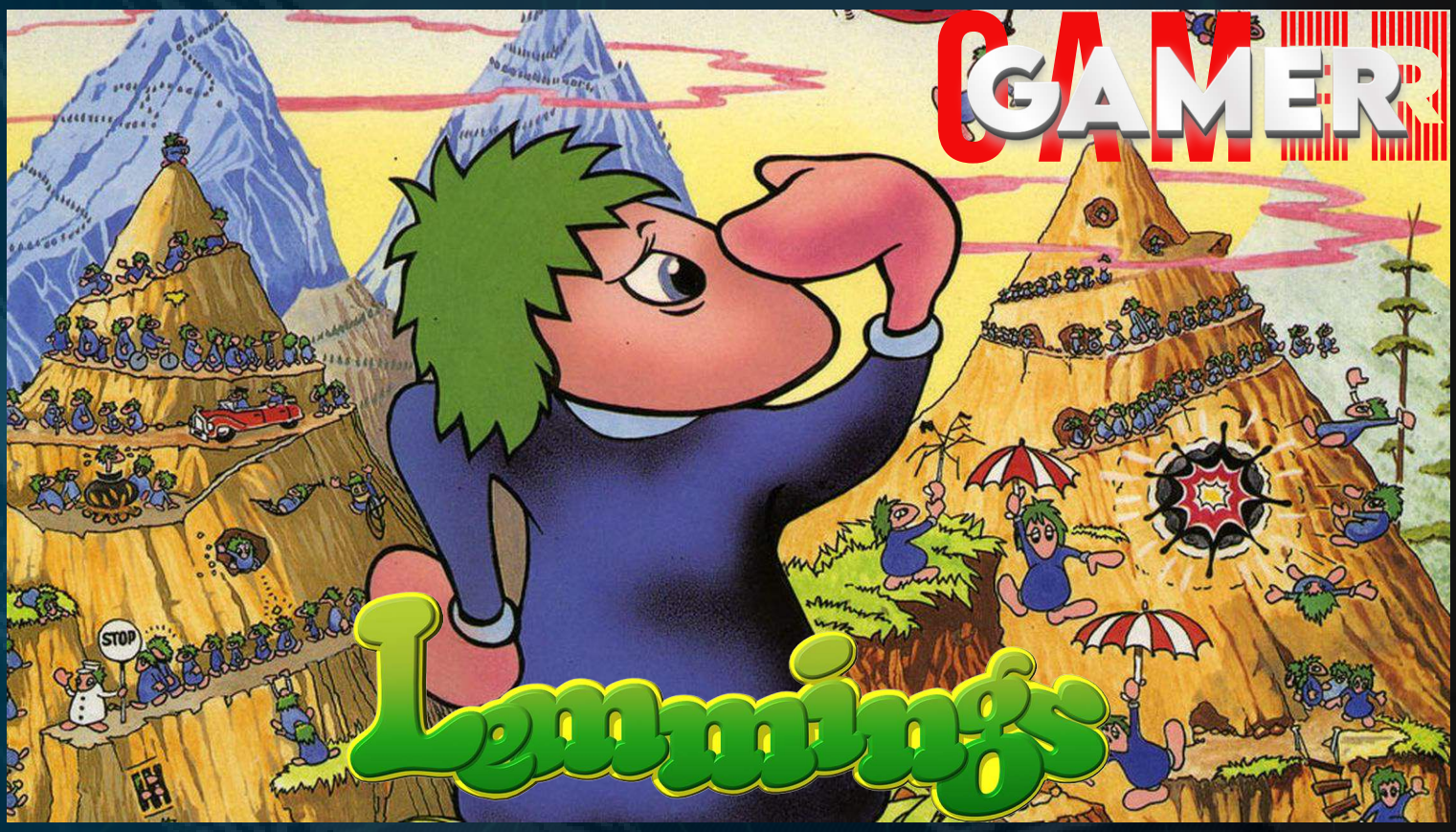
THE OBJECTIVE OF THE GAME IS TO GUIDE A GROUP OF LEMMINGS THROUGH A NUMBER OF OBSTACLES TO A DESIGNATED EXIT.

IN ANY GIVEN LEVEL, THE PLAYER MUST SAVE A SPECIFIED NUMBER OR PERCENTAGE OF THE LEMMINGS IN ORDER TO ADVANCE.



IN ANY GIVEN LEVEL, THE PLAYER MUST SAVE A SPECIFIED NUMBER OR PERCENTAGE OF THE LEMMINGS IN ORDER TO ADVANCE.

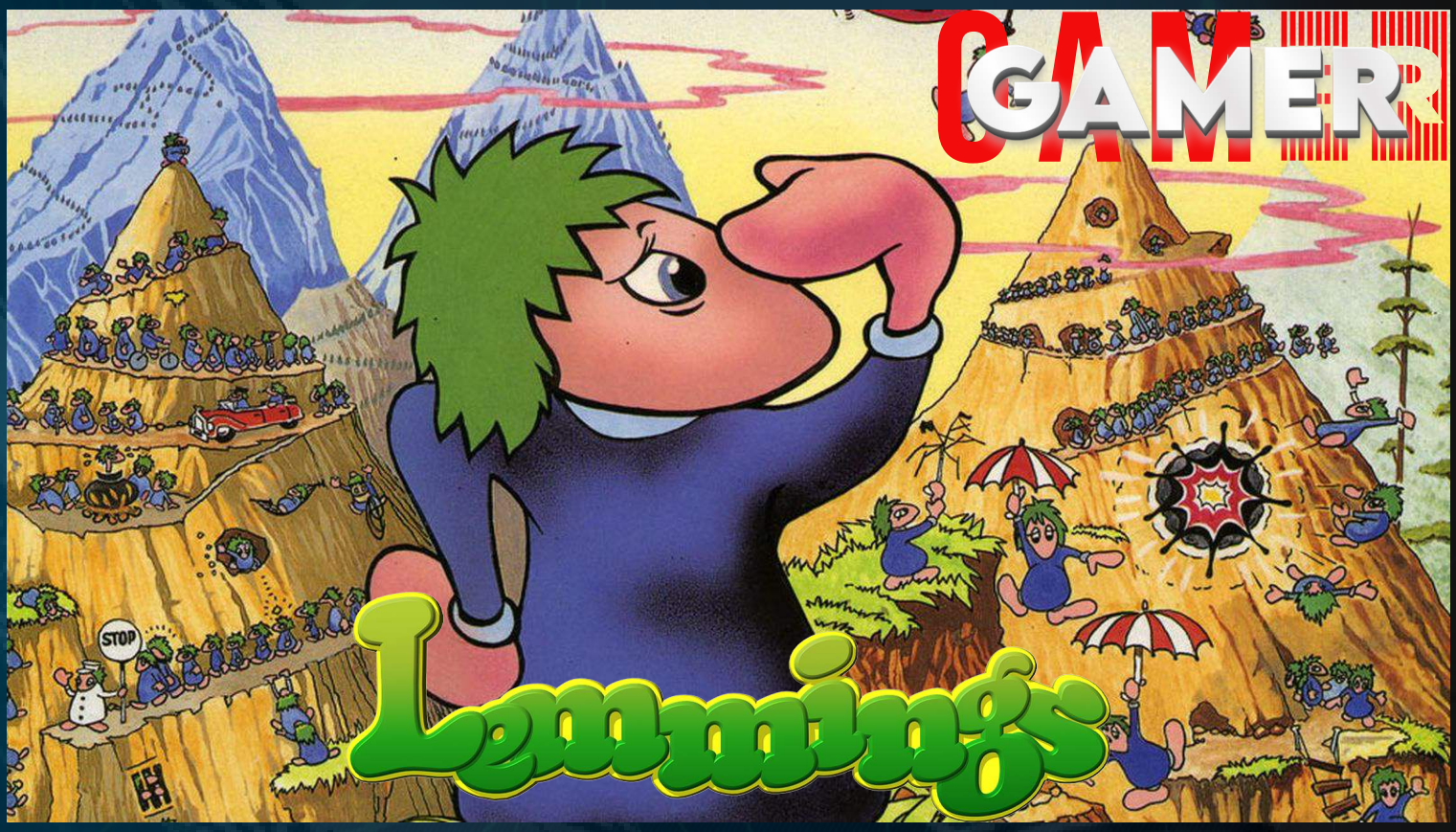
TO THIS END, THE PLAYER MUST DECIDE HOW TO ASSIGN LIMITED QUANTITIES OF EIGHT DIFFERENT SKILLS TO INDIVIDUAL LEMMINGS, ALLOWING THEM TO ALTER THE LANDSCAPE AND/OR THEIR OWN BEHAVIOUR SO THAT THE ENTIRE GROUP CAN REACH THE EXIT SAFELY.



LEMMINGS WAS ONE OF THE BEST-RECEIVED VIDEO GAMES OF THE EARLY 1990S.

LEMMINGS IS ALSO ONE OF THE MOST WIDELY PORTED VIDEO GAMES, AND IS ESTIMATED TO HAVE SOLD AROUND 20 MILLION COPIES BETWEEN ITS VARIOUS PORTS.

THE POPULARITY OF THE GAME ALSO LED TO THE CREATION OF SEQUELS, REMAKES AND SPIN-OFFS, AND HAS ALSO INSPIRED SIMILAR GAMES.



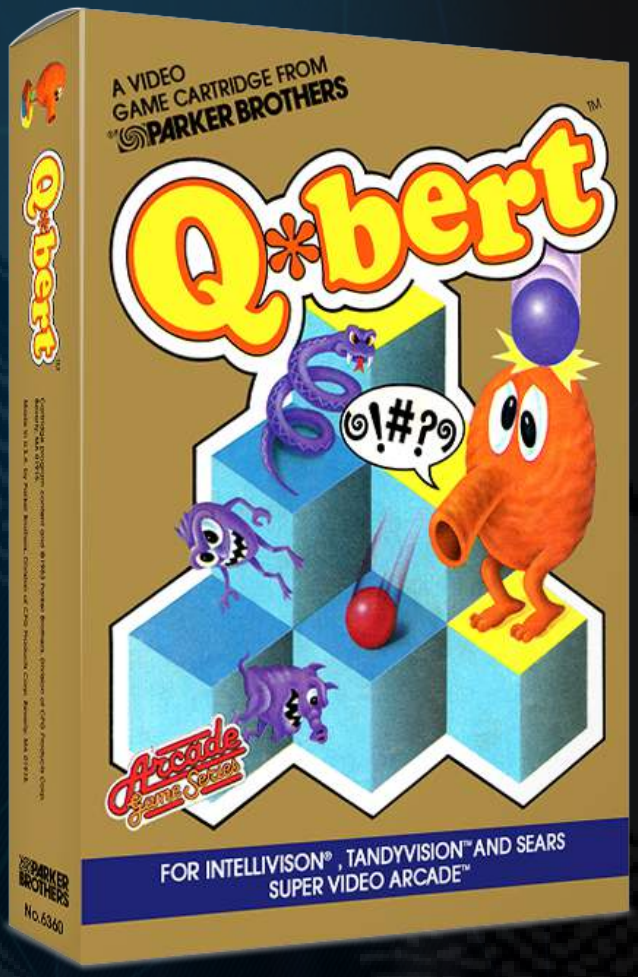
THE ORIGINAL SALES FOR LEMMINGS ON THE AMIGA TOPPED 55,000 COPIES ON THE FIRST DAY OF SALES; IN COMPARISON, MENACE SOLD 20,000 COPIES AND BLOOD MONEY SOLD 40,000 COPIES CUMULATIVELY.

WITH ALL PORTS INCLUDED ITS ESTIMATED THAT LEMMINGS SOLD OVER 15 MILLION COPIES OF LEMMINGS WERE SOLD BETWEEN 1991 AND 2006.

Q*bert

GAMER

Q*BERT IS AN ARCADE VIDEO GAME DEVELOPED AND PUBLISHED FOR THE NORTH AMERICAN MARKET BY GOTTLIEB IN 1982.



IT IS A 2D ACTION GAME WITH PUZZLE ELEMENTS THAT USES ISOMETRIC GRAPHICS TO CREATE A PSEUDO-3D EFFECT.

THE OBJECTIVE OF EACH LEVEL IN THE GAME IS TO CHANGE EVERY CUBE IN A PYRAMID TO A TARGET COLOR BY MAKING Q*BERT, THE ON-SCREEN CHARACTER, HOP ON TOP OF THE CUBE WHILE AVOIDING OBSTACLES AND ENEMIES.

PLAYERS USE A JOYSTICK TO CONTROL THE CHARACTER.

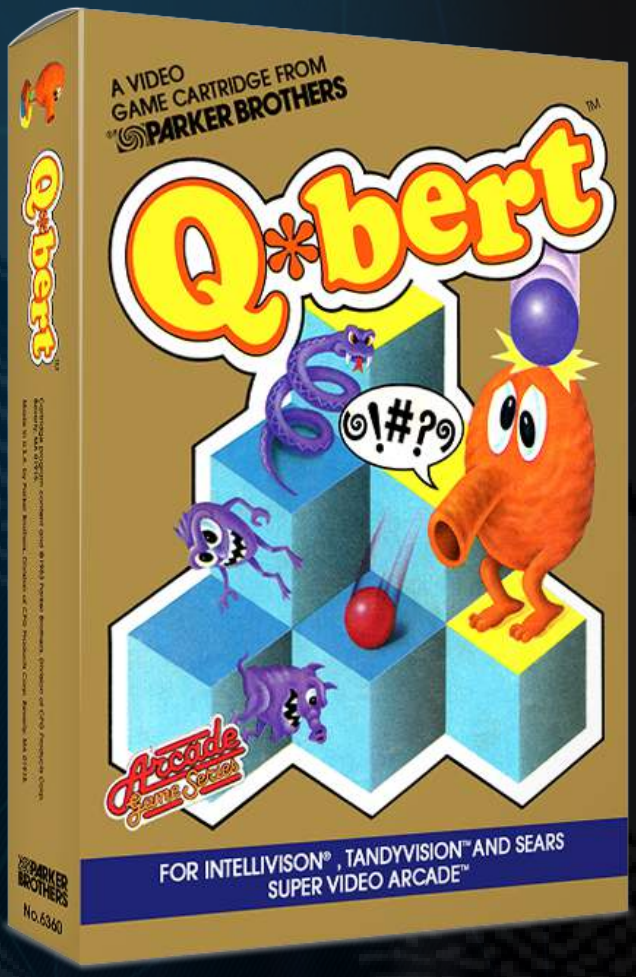
Q*bert

Q*bert

GAMER

Q*BERT WAS WELL-RECEIVED IN ARCADES AND AMONG CRITICS.

THE GAME WAS GOTTLIEB'S MOST SUCCESSFUL VIDEO GAME AND IS AMONG THE MOST RECOGNIZED BRANDS FROM THE GOLDEN AGE OF ARCADE GAMES.



Q*BERT HAS BEEN PORTED TO NUMEROUS PLATFORMS.

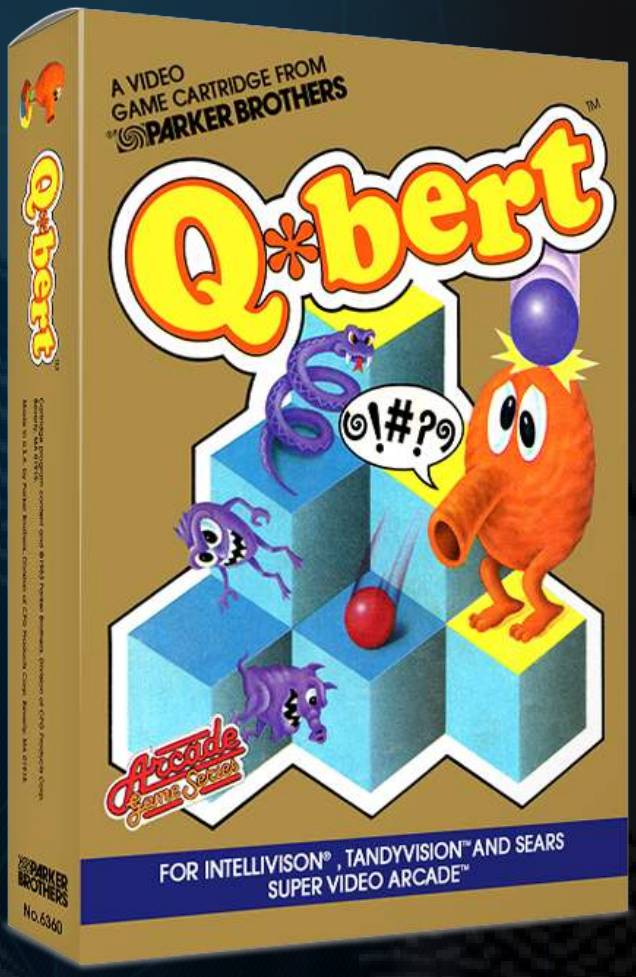
THE GAME'S SUCCESS RESULTED IN SEQUELS AND THE USE OF THE CHARACTER'S LIKENESS IN MERCHANDISING, SUCH AS APPEARANCES ON LUNCH BOXES, TOYS, AND AN ANIMATED TELEVISION SHOW.

Q*bert

Q*bert

GAMER

BECAUSE THE GAME WAS DEVELOPED DURING THE PERIOD WHEN COLUMBIA PICTURES OWNED GOTTLIEB, THE INTELLECTUAL RIGHTS TO Q*BERT REMAINED WITH COLUMBIA, EVEN AFTER THEY DIVESTED THEMSELVES OF GOTTLIEB'S ASSETS IN 1984.



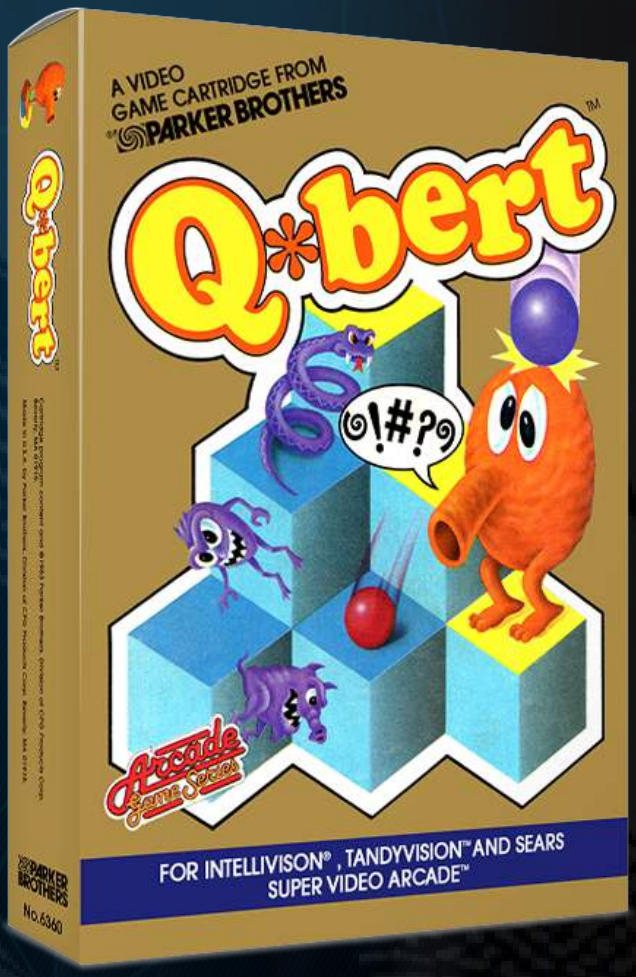
THEREFORE, THE RIGHTS HAVE BEEN OWNED BY SONY PICTURES ENTERTAINMENT SINCE ITS PARENT, SONY, ACQUIRED COLUMBIA IN 1989. Q*BERT APPEARED IN DISNEY'S WRECK-IT RALPH FRANCHISE, UNDER LICENSE FROM SONY, AND LATER APPEARED IN THE FILM PIXELS.

Q*bert

Q*bert

GAMER

THE PLAYER CONTROLS Q*BERT, WHO STARTS EACH GAME AT THE TOP OF A PYRAMID MADE OF 28 CUBES, AND MOVES BY HOPPING DIAGONALLY FROM CUBE TO CUBE.



LANDING ON A CUBE CAUSES IT TO CHANGE COLOR, AND CHANGING EVERY CUBE TO THE TARGET COLOR ALLOWS THE PLAYER TO PROGRESS TO THE NEXT STAGE.

Q*BERT IS GOTTLIEB'S ONLY VIDEO GAME THAT EARNED CONSIDERABLE CRITICAL AND COMMERCIAL SUCCESS, SELLING AROUND 25,000 ARCADE CABINETS.

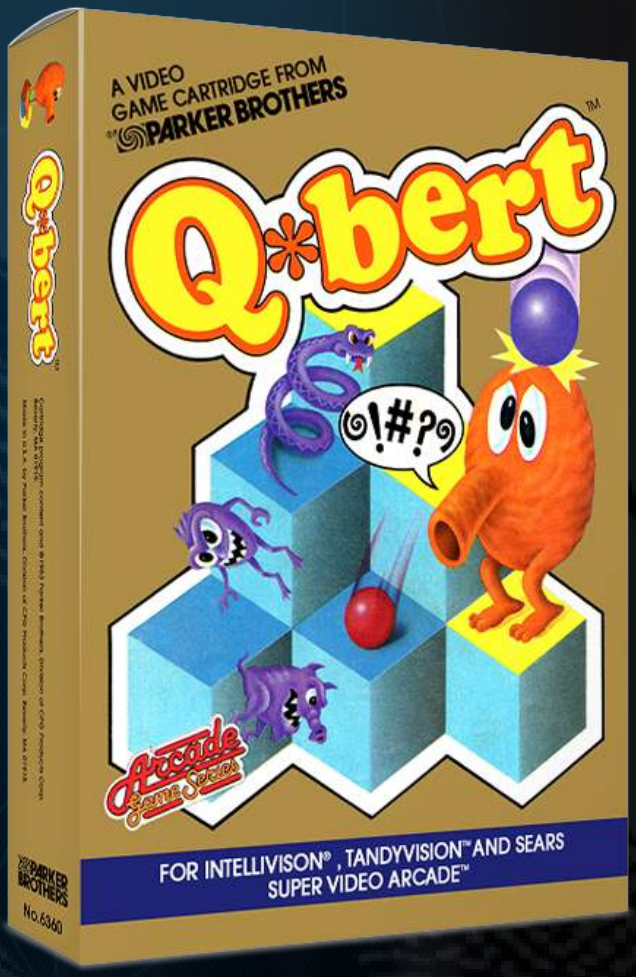
Q*bert

GAMER

IN THE UNITED STATES, IT WAS AMONG THE THIRTEEN HIGHEST-GROSSING ARCADE GAMES OF 1983.

CABARET AND COCKTAIL VERSIONS OF THE GAME WERE LATER PRODUCED.

THE MACHINES HAVE SINCE BECOME COLLECTOR'S ITEMS; THE RAREST OF THEM ARE THE COCKTAIL VERSIONS.



Q*BERT IS ONE OF MOST UNUSUAL AND EXCITING ARCADE GAMES OF ALL TIME.

Q*BERT CONTINUES TO BE RECOGNIZED AS A SIGNIFICANT PART OF VIDEO GAME HISTORY.

Q*bert